Beedrill

90 HP

STAGE 2

Evolves from Kakuna

Illus. Hajime Kusajima

Poison Sting 20

The Defending Pokémon is now Poisoned.

Link Needle 50+

This attack does 50 damage plus 30 more damage for each Beedrill (excluding this one) you have in play.

weakness resistance retreat cost

©2004 Pokémon/Nintendo

Butterfree

100 HP

STAGE 2

Evolves from Metapod

Illus. Atsuko Nishida

Poké-BODY **Sooth Dust**

As long as Butterfree is your Active Pokémon, remove 1 damage counter from each of your Pokémon between turns.

Whirlwind 30

Your opponent switches the Defending Pokémon with 1 of his or her Benched Pokémon.

Gust 50

weakness

resistance -30

retreat cost

©2004 Pokémon/Nintendo

Dewgong

80 HP

STAGE 1

Evolves from Seel

Illus. Toshinao Aoki

Poké-BODY **Safeguard**

Prevent all effects of attacks, including damage, done to Dewgong by your opponent's Pokémon-ex.

Cold Breath 10

The Defending Pokémon is now Asleep.

Aurora Beam 40

weakness resistance retreat cost

Ditto

60 HP

BASIC

Illus. Miki Tanaka

Poké-POWER **Form Variation**

Once during your turn *(before your attack)*, you may search your discard pile for a Basic Pokémon (excluding Pokémon-ex and Ditto) and switch it with Ditto. (Any cards attached to Ditto, damage counters, Special Conditions, and effects on it are now on the new Pokémon.) Place Ditto in the discard pile.

Energy Ball 10+

Does 10 damage plus 10 more damage for each Energy attached to Ditto but not used to pay for this attack's Energy cost. You can't add more then 20 damage in this way.

weakness | resistance | retreat cost

©2004 Pokémon/Nintendo

Exeggutor

80 HP

STAGE 1

Evolves from Exeggcute

Illus. Tomokazu Komiya

Psychic Exchange

Shuffle your hand into your deck. Draw up to 8 cards.

Big Eggsplosion 40×

Flip a coin for each Energy attached to Exeggutor. This attack does 40 damage times the number of heads.

Weakness

Resistance

Retreat Cost

©2004 Pokémon

Kangaskhan

80 HP

BASIC

Illus. Naoya Kimura

Fetch

Draw a card.

Headbutt 20

One-Two Punch 30+

Flip a coin. If heads, this attack does 30 damage plus 20 more damage.

weakness

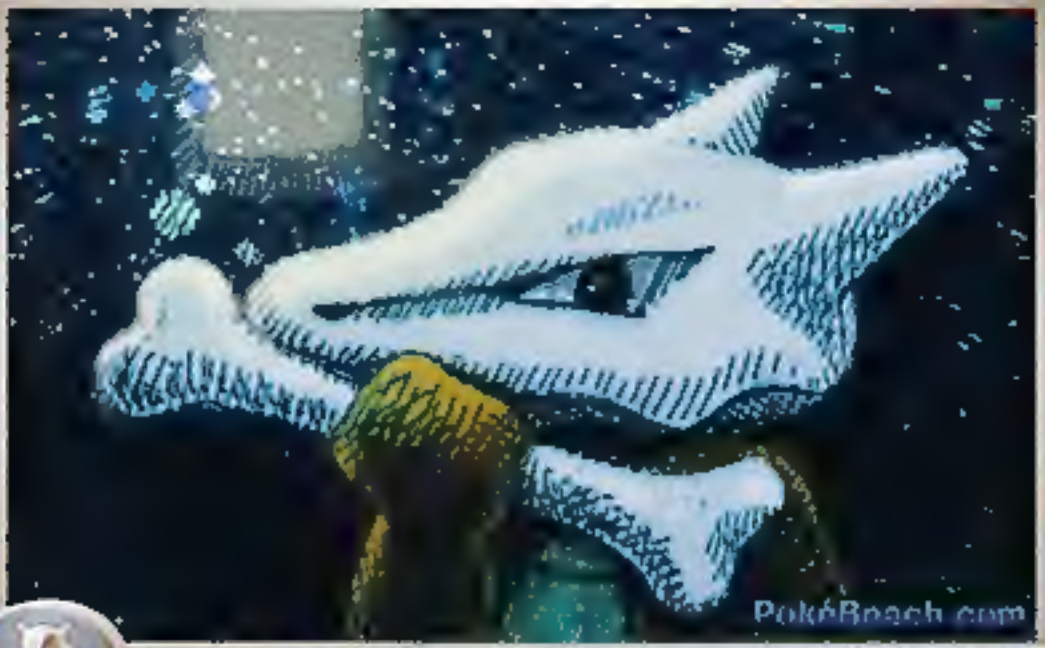
resistance

retreat cost

©2004 Pokémon/Nintendo

Marowak

80 HP



STAGE 1

Evolves from Cubone

Illus. Aya Kusube

Linear Attack

Choose 1 of your opponent's Pokémon. This attack does 30 damage to that Pokémon. *(Don't apply Weakness and Resistance for Benched Pokémon.)*

Vengeance 30+

Does 30 damage plus 10 more damage for each Basic Pokémon and each Evolution card in your discard pile. You can't add more than 60 damage in this way.

weakness

resistance

retreat cost

©2004 Pokémon/Nintendo

Nidoking

120 HP

STAGE 2

Evolves from Nidorino

Illus. Hisao Nakamura

Poké-BODY **Power Gene**

As long as Nidoking is in play, your attacks by Nidoran ♀, Nidorina, Nidoqueen, Nidoran ♂, and Nidorino do 10 more damage to the Defending Pokémon.

Earth Poison 40

If the Defending Pokémon already has any damage counters on it, the Defending Pokémon is now Poisoned.

Bound Crush

Choose 1 of your opponent's Pokémon. This attack does 60 damage to that Pokémon. *(Don't apply Weakness and Resistance for Benched Pokémon.)* Nidoking can't use Bound Crush during your next turn.

weakness resistance retreat cost

©2004 Pokémon/Nintendo

Nidoqueen

120 HP

STAGE 2

Evolves from Nidorina

Illus. Naoya Kimura

Poké-BODY **Family Bonds**

As long as Nidoqueen is in play, the Retreat Cost for Nidoran ♀, Nidorina, Nidoran ♂, Nidorino and Nidoking is 0.

Toxic

The Defending Pokémon is now Poisoned. Put 2 damage counters instead of 1 on the Defending Pokémon between turns.

Power Lariat 40+

Does 40 damage plus 10 more damage for each Evolved Pokémon you have in play.

weakness resistance retreat cost

©2000 Pokémon/Nintendo

Pidgeot

100 HP

STAGE 2

Evolves from Pidgeotto

Illus. Midori Harada

Poké-Power **Quick Search**

Once during your turn *(before your attack)*, you may choose any 1 card from your deck and put it into your hand. Shuffle your deck afterward. You can't use more than 1 Quick Search Poké-Power each turn. This power can't be used if Pidgeot is affected by a Special Condition.

Clutch 40

The Defending Pokémon can't retreat until the end of your opponent's next turn.

weakness | resistance -30 | retreat cost

©2004 Pokémon/Nintendo

Poliwrath

120 HP

STAGE 2 — Evolves from Poliwhirl

Illus. Ken Sugimori

Poké-BODY **Spiral**

As long as Poliwrath is your Active Pokémon, your opponent's Confused Pokémon can't retreat.

Split Spiral Punch 20

The Defending Pokémon is now Confused.

Mega Throw 50+

If the Defending Pokémon is Pokémon-ex, this attack does 50 damage plus 30 more damage.

weakness — resistance — retreat cost

Raichu

80 HP

STAGE 1

Evolves from Pikachu

Illus. Midori Harada

Recharge

Search your deck for up to 2 Energy cards and attach them to Raichu. Shuffle your deck afterward.

Thunder Reflection 50

You may move any number of Energy cards attached to Raichu to another of your Pokémon.

weakness | resistance | retreat cost

©2004 Pokémon/Nintendo

Rapidash

80 HP

STAGE 1

Evolves from Ponyta

illus. Ken Sugimori

Poké-BODY **Fiery Aura**

As long as Rapidash is your Active Pokémon, put 4 damage counters instead of 2 on Burned Pokémon between turns.

Searing Flame 10

The Defending Pokémon is now Burned.

Rear Kick 40

weakness resistance retreat cost

©2004 Pokémon/Nintendo

Slowbro

60 HP

STAGE 1

Evolves from Slowpoke

Poké-POWER **Strange Behavior**

As often as you like during your turn *(before your attack)*, you may move 1 damage counter from 1 of your Pokémon to Slowbro as long as you don't Knock Out Slowbro. This power can't be used if Slowbro is affected by a Special Condition.

Psyshock 30

Flip a coin. If heads, the Defending Pokémon is now Paralyzed.

Weakness

©2004 Pokémon

Snorlax

90 HP

BASIC

Illus. Kagemaru Himeno

Poké-BODY **Rest Up**

If Snorlax remains Asleep between turns, remove 2 damage counters from Snorlax (remove 1 if there is only 1).

Collapse 10

Snorlax is now Asleep.

Toss and Turn 30+

If Snorlax is Asleep, this attack does 30 damage plus 30 more damage. (This attack can be used even if Snorlax is Asleep.)

weakness | resistance | retreat cost

©2004 Pokémon/Nintendo

Tauros

70 HP

BASIC

Illus. Masakazu Fukuda

Knock Over 10

You may discard any Stadium card in play.

Rampage 20+

Does 20 damage plus 10 more damage for each damage counter on Tauros. After doing damage, flip a coin. If tails, Tauros is now Confused.

weakness | resistance | retreat cost

©2004 Pokémon/Nintendo

Victreebel

110 HP

STAGE 2

Evolves from Weepinbell

Illus. Tomokazu Komiya

Poké-BODY **Acid Sampler**

As long as Victreebel is your Active Pokémon, put 1 damage counter on each Defending Pokémon between turns. Acid Sampler stops working if your other Active Pokémon is not a Victreebel.

Acid 50

The Defending Pokémon can't retreat until the end of your opponent's next turn

weakness resistance retreat cost

©2004 Pokémon/Nintendo

Arcanine

90 HP

STAGE 1

Evolves from Growlithe

Flare 20

Heat Tackle 70

Arcanine does 10 damage to itself.

weakness resistance retreat cost

©2004 Pokémon/Nintendo

Chansey

90 HP

BASIC

Illus. Miki Tanaka

Sing

The Defending Pokémon is now Asleep.

Egg Surprise

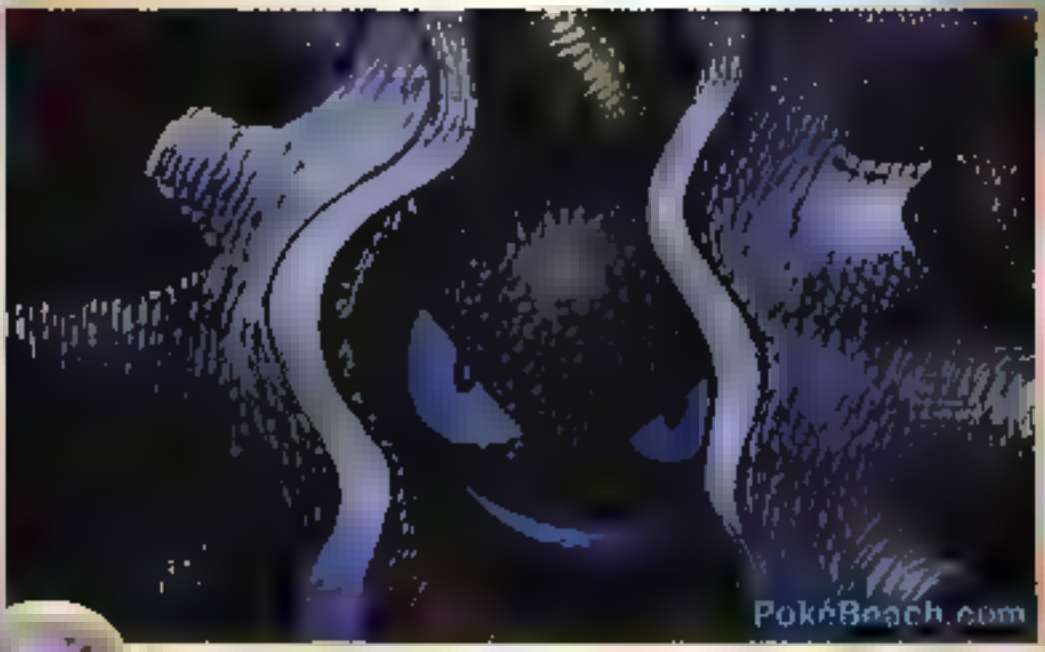
Flip a coin. If heads, Chansey does 50 damage to the Defending Pokémon. If tails, remove 5 damage counters from Chansey. (All if there are less than 5.)

weakness | resistance | retreat cost

©2004 Pokémon/Nintendo

Cloyster

70 HP



STAGE 1

Evolves from Shellder

Poké-BODY **Exoskeleton**

Any damage done to Cloyster by attacks is reduced by 20 *(after applying Weakness and Resistance)*

Double Bubble 10×

Flip 2 coins. This attack does 10 damage times the number of heads. If either of the coins is heads, the Defending Pokémon is now Paralyzed

Shell Attack 50

weakness

resistance

retreat cost

Dodrio

70 HP

STAGE 1

Evolves from Dodduo

Illus. Kagemaru Himeno

Poké-BODY **Retreat Aid**

As long as Dodrio is on your Bench, you pay ★ ★ less to retreat your Active Pokémon (excluding Pokémon-ex and Baby Pokémon).

★ ★ **Tri Attack** 20×

Flip 3 coins. This attack does 20 damage times the number of heads.

weakness

resistance -30

retreat cost ★

©2004 Pokémon/Nintendo

Dugtrio

80 HP

STAGE 1

Evolves from Diglett

Sonicboom 30

This attack's damage isn't affected by Weakness or Resistance.

Rumble 50

The Defending Pokémon can't retreat until the end of your opponent's next turn.

weakness | resistance | retreat cost

©2004 Pokémon/Nintendo

Farfetch'd

70 HP

BASIC

Illus. Yukiko Baba

Hoard

Search your deck for up to 2 Pokémon Tool cards and attach them to any of your Pokémon (excluding Pokémon that already have a Pokémon Tool attached to them) Shuffle your deck afterward.

Cross-Cut 10+

If the Defending Pokémon is an Evolved Pokémon, this attack does 10 damage plus 20 more damage.

weakness

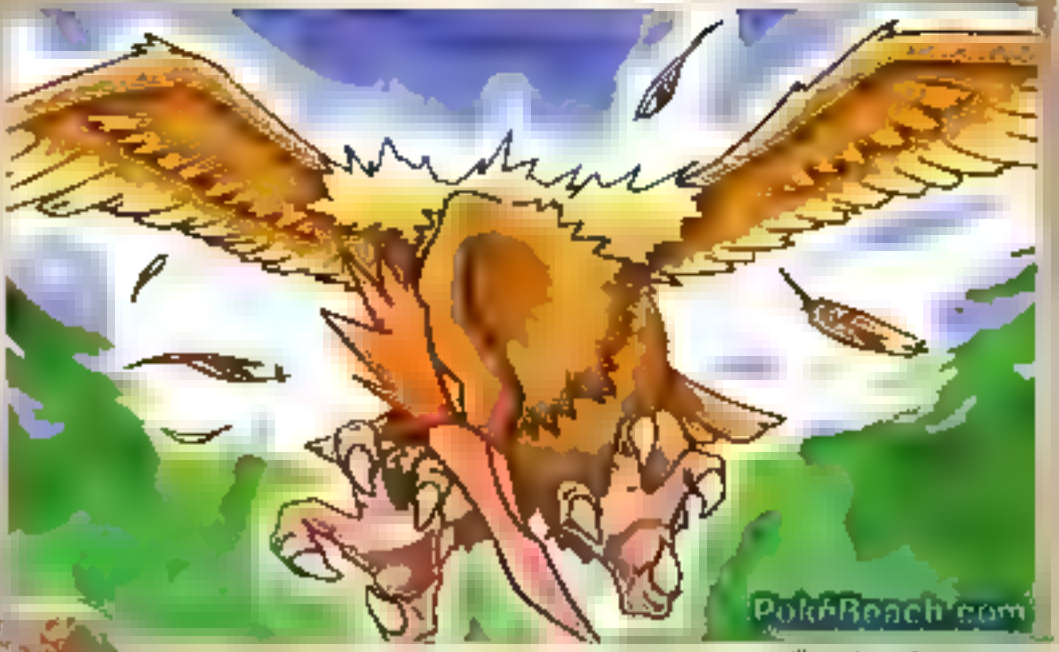
resistance -30

retreat cost

©2004 Pokémon/Nintendo

Fearow

80 HP



STAGE 1

Evolves from Spearow

Illus. Hisao Nakamura

Poké-BODY **Free Flight**

If Fearow has no Energy attached to it, Fearow's Retreat Cost is 0.

Shot Air 10

Does 20 damage to 1 of your opponent's Benched Pokémon *(Don't apply Weakness and Resistance for Benched Pokémon.)*

Drill Peck 50

weakness

resistance -30

retreat cost

©2004 Pokémon/Nintendo

Hypno

80 HP

STAGE 1

Evolves from Drowsee

Poké-BODY **Eerie Aura**

As long as Hypno is your Active Pokémon, put 2 damage counters on each Pokémon that remains Asleep between turns.

Hypnotic Ray 20

The Defending Pokemon is now Asleep.

weakness

resistance

retreat cost

Kingler

80 HP

STAGE 1

Evolves from Krabby

Salt Water

Search your deck for up to 2 Energy cards and attach them to Kingler. Shuffle your deck afterward.

Hyper Pump 30+

Does 30 damage plus 20 more damage for each basic Energy attached to Kingler but not used to pay for this attack's Energy cost. You can't add more than 40 damage in this way.

weakness resistance retreat cost

Magneton

80 HP

STAGE 1

Evolves from Magnemite

Illus. Ken Sugimori

Thundershock 20

Flip a coin. If heads, the Defending Pokémon is now Paralyzed.

Speed Shot

Choose 1 of your opponent's Pokémon. This attack does 40 damage to that Pokémon. This attack's damage isn't affected by Weakness, Resistance, Poké-Powers, Poké-Bodies, or any other effects on that Pokémon.

weakness | resistance -30 | retreat cost

©2004 Pokémon/Nintendo

Primeape

70 HP

STAGE 1

Evolves from Mankey

Illus. Mike Zinkus

Toss 30x

You may discard from your hand as many Technical Machine and Pokémon Tool cards as you like. This attack does 30 damage times the number of cards you discarded.

Low Kick 40

weakness resistance retreat cost

©2004 Pokémon/Nintendo

Scyther

60 HP

BASIC

Illus. Ayaka Saitou

Poké-BODY **Leaf Ride**

If Scyther has any Energy attached to it, Scyther's Retreat Cost is 0.

Fury Cutter 10+

Flip 3 coins. If 1 of them is heads, this attack does 10 damage plus 10 more damage. If 2 of them are heads, this attack does 10 damage plus 20 more damage. If all of them are heads, this attack does 10 damage plus 40 more damage.

weakness | resistance | retreat cost

©2004 Pokémon/Nintendo

Tangela

60 HP

BASIC

Vine Tease

Look at your Prize cards without showing your opponent. Choose 1 of the Prize cards and switch it with the top card of your deck without looking at the top card of your deck. If you have no cards in your deck, this attack does nothing

Wiggle

Flip a coin. If heads, the Defending Pokémon is now Confused. If tails, the Defending Pokémon is now Poisoned

weakness

resistance -30

retreat cost

©2004 Pokémon/Nintendo

Charmeleon

70 HP

STAGE 1

Evolves from Charmander

Illus. Ayuki Saitou

Flare 30

Damage Burn 40+

If the Defending Pokémon already has any damage counters on it, this attack does 40 damage plus 20 more damage

weakness resistance retreat cost

©2004 Pokémon/Nintendo

Drowsee

50 HP

BASIC

Hypnosis

The Defending Pokémon is now Asleep.

Ambush 10+

Flip a coin. If heads, this attack does 10 damage plus 10 more damage.

weakness

resistance

retreat cost

Exeggcute

50 HP

BASIC

Psybeam 10

Flip a coin. If heads, the Defending Pokémon is now Confused.

Double Spin 20x

Flip 2 coins. This attack does 20 damage times the number of heads.

weakness

resistance

retreat

Haunter

70 HP

STAGE 1

Evolves from Gastly

Poké-POWER **Head Trip**

Once during your turn *(before your attack)*, if Haunter is on your Bench, you may use this power One of your Active Pokémon is now Confused.

Confuse Ray 20

Flip a coin. If heads, the Defending Pokémon is now Confused.

weakness

©2006 Pokémon

Ivysaur

80 HP

STAGE 1

Evolves from Bulbasaur

Illus. Atsuko Nishida

Poison Seed

The Defending Pokémon is now Poisoned

Razor Leaf 50

weakness

resistance

retreat cost

©2004 Pokémon/Nintendo

Kakuna

70 HP

STAGE 1

Evolves from Weedle

Illus. Hajime Kusajima

Poké-BODY **Poison Payback**

If Kakuna is your Active Pokémon and is damaged by an opponent's attack *(even if Kakuna is Knocked Out)*, the Attacking Pokémon is now Poisoned.

Headbutt 10

weakness resistance retreat cost

©2004 Pokémon/Nintendo

Lickitung

80 HP

BASIC

Illus. Sumiyoshi Kizuki

Lick 10

Flip a coin. If heads, the Defending Pokémon is now Paralyzed.

Tongue Whip

Choose 1 of your opponent's Pokémon. This attack does 20 damage to that Pokémon. *(Don't apply Weakness and Resistance for Benched Pokémon.)*

weakness | resistance | retreat cost

©2004 Pokémon/Nintendo

Mankey

50 HP

BASIC

Illus. Mike Ploog

Mischief

Shuffle your opponent's deck.

Light Punch 30

weakness resistance retreat cost

©2004 Pokémon/Nintendo

Metapod

80 HP

STAGE 1

Illus. Atsuko Nishida

Evolves from Caterpie

Poké-BODY **Energy Protection**

Any damage done to Metapod by attacks is reduced by 10 for each Energy attached to Metapod. You can't reduce more than 30 damage in this way.

Sharpen 20

weakness resistance retreat cost

©2004 Pokémon/Nintendo

Nidorina

80 HP

STAGE 1

Evolves from Nidoran ♀

Illus. Naoyo Kimura

Scratch 20

Fast Evolution

Search your deck for up to 2 Evolution cards, show them to your opponent, and put them into your hand. Shuffle your deck afterward.

weakness

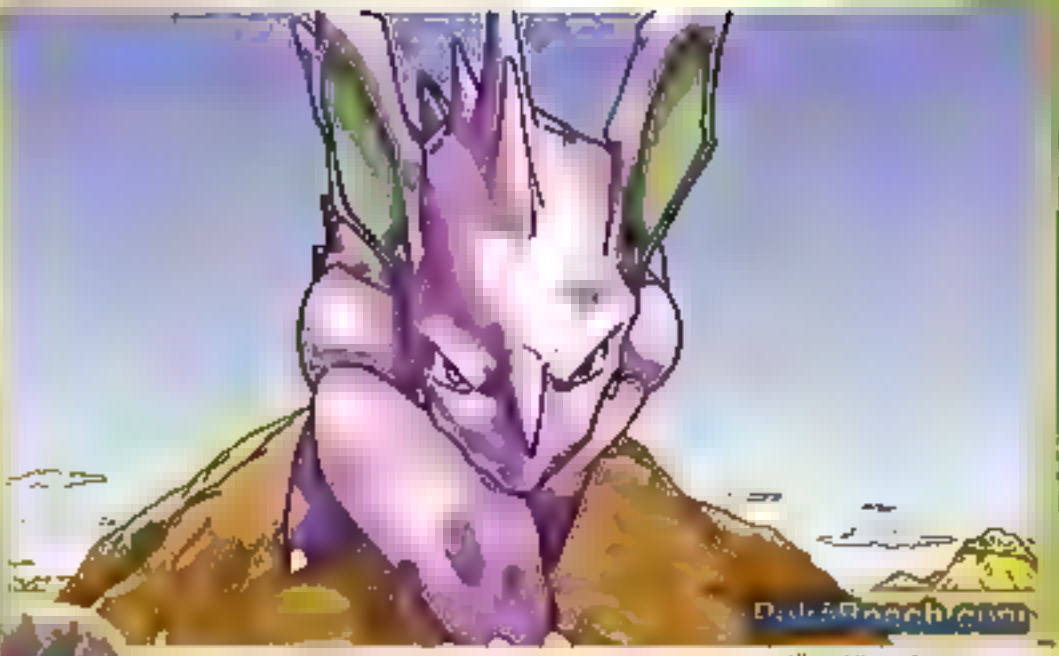
resistance

retreat cost

©2004 Pokémon/Nintendo

Nidorino

70 HP



STAGE 1

Evolves from Nidoran ♂

Illus. Hisao Nakamura

Double Stab 20×

Flip 2 coins. This attack does 20 damage times the number of heads.

Rend 30+

If the Defending Pokémon already has any damage counters on it, this attack does 30 damage plus 30 more damage.

weakness resistance retreat cost

©2004 Pokémon/Nintendo

Onix

80 HP

BASIC

Illus. Kouk. Sadou

Rock Throw 10

Tunneling

Choose up to 2 of your opponent's Benched Pokémon. This attack does 10 damage to each of them. *(Don't apply Weakness and Resistance for Benched Pokémon.)* Onix can't attack during your next turn.

weakness | resistance | retreat cost

©2004 Pokémon/Nintendo

Parasect

70 HP

STAGE 1

Evolves from Paras

Illus. Yuka Morii

Energy Powder

Search your deck for up to 2 basic Energy cards and attach them to any of your Pokémon (excluding Pokémon-ex) in any way you like. Shuffle your deck afterward.

Toxic Spore 20

The Defending Pokémon is now Poisoned

weakness resistance retreat cost

©2004 Pokémon/Nintendo

Persian

80 HP

STAGE 1

Evolves from Meowth

Illus. Masakazu Fukuda

Poké-BODY **Thick Skin**

Persian can't be affected by any Special Conditions.

Poison Claws

The Defending Pokémon is now Poisoned.

Shining Claws 30

The Defending Pokémon is now Confused.

weakness

resistance

retreat cost

©2004 Pokémon/Nintendo

Pidgeotto

70 HP

Illus. Midori Harada

STAGE 1

Evolves from Pidgey

Clutch 10

The Defending Pokémon can't retreat until the end of your opponent's next turn.

Cutting Wind 30

weakness

resistance -30

retreat cost

©2004 Pokémon/Nintendo

Poliwhirl

80 HP

STAGE 1

Evolves from Poliwag

Illus. Ken Sugimori

Energy Stream 10

Search your discard pile for a basic Energy card and attach it to Poliwhirl.

Bubble 20

Flip a coin. If heads, the Defending Pokémon is now Paralyzed.

weakness resistance retreat cost

Porygon

50 HP

BASIC

Illus. Tomoaki Imakuni

Data Retrieval

If you have less than 4 cards in your hand, draw cards until you have 4 cards in your hand.

Confuse Ray 10

The Defending Pokémon is now Confused.

weakness | resistance | retreat cost

©2004 Pokémon/Nintendo

Raticate

70 HP

STAGE 1

Evolves from Rattata

Illus. Kyoko Umemoto

Poké-BODY **Thick Skin**

Raticate can't be affected by any Special Conditions.

Pickup

Search your discard pile for a Basic Pokémon (or Evolution card), a Trainer card, and an Energy card. Show them to your opponent and put them into your hand

Quick Attack 10+

Flip a coin. If heads, this attack does 10 damage plus 40 more damage

weakness resistance retreat cost

©2004 Pokémon/Nintendo

Venomoth

70 HP

STAGE 1

Evolves from Venonat

Illus. Rosemary Hinrong

Poké-BODY **Protective Dust**

Prevent all effects of attacks, except damage, done to Venomoth by the Attacking Pokémon.

Sleep Poison

The Defending Pokémon is now Asleep and Poisoned.

Razor Wind 60

Flip a coin. If tails, this attack does nothing.

weakness resistance retreat cost

©2004 Pokémon/Nintendo

Wartortle

80 HP

STAGE 1

Evolves from Squirtle

Water Gun 20+

Does 20 damage plus 10 more damage for each Energy attached to Wartortle but not used to pay for this attack's Energy cost. You can't add more than 20 damage in this way.

Smash Turn 40

After your attack, you may switch Wartortle with 1 of your Benched Pokémon.

weakness

resistance

retreat cost

Weepinbell

70 HP

STAGE 1

Evolves from Bellsprout

Razor Leaf 20

Corrosive Acid 10

The Defending Pokémon is now Burned.

weakness resistance retreat cost

©2004 Nintendo/Creatures

Wigglytuff

80 HP

STAGE 1

Evolves from Jigglypuff

Illus. Kyoko Umemiya

Assistance

Once during your turn *(before your attack)*, if Wigglytuff is on your Bench, you may choose 1 of your Active Pokémon and remove 1 Special Condition from it.

Expand 30

During your opponent's next turn, any damage done to Wigglytuff by attacks is reduced by 10 *(after applying Weakness and Resistance)*.

weakness | resistance | retreat cost

©2004 Pokémon/Nintendo

Bellsprout

50 HP

BASIC

Illus. [illegible]

Vine Whip 10

weakness

resistance

retreat cost

©2003 Pokémon/Nintendo

Bulbasaur

50 HP

BASIC

Illus. Atsuko Nishida

Sleep Poison

Flip a coin. If heads, the Defending Pokémon is now Asleep and Poisoned.

Razor Leaf 20

weakness

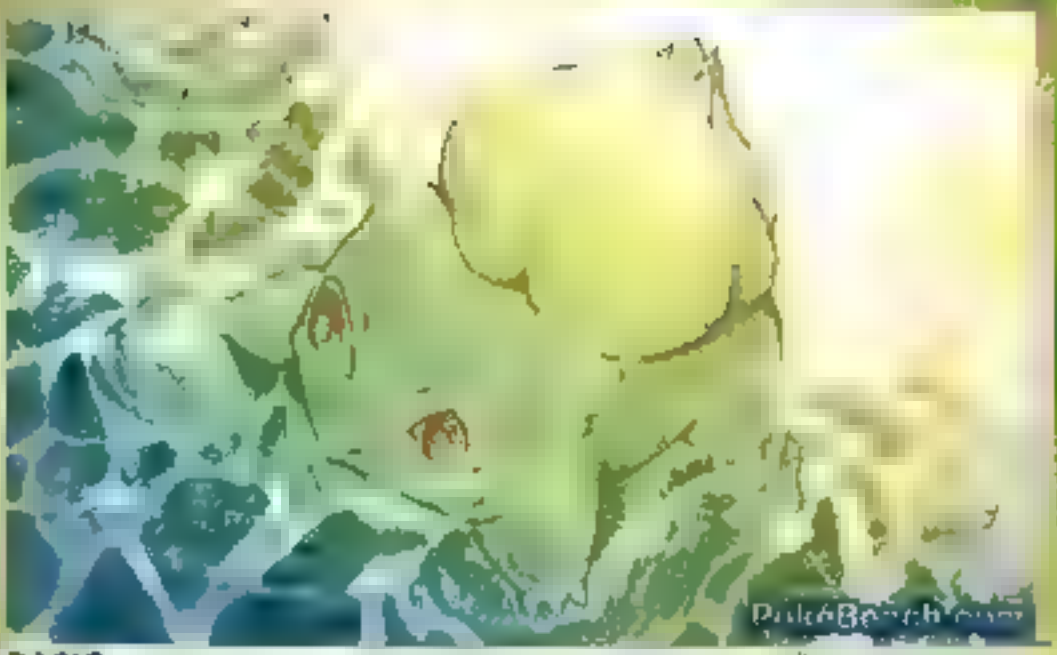
resistance

retreat cost

©2004 Pokémon/Nintendo

Bulbasaur

50 HP



BASIC

Illus. Hajime Kusajima

Ram 10

Gouge 20+

Flip a coin. If heads, this attack does 20 damage plus 10 more damage

weakness resistance retreat cost

©2004 Pokémon/Nintendo

Caterpie

50 HP

BASIC

Illus. Atsuya Nishida

Signs of Evolution

Search your deck for a Metapod and a Butterfree card, show them to your opponent, and put them into your hand. Shuffle your deck afterward.

String Shot 10

Flip a coin. If heads, the Defending Pokémon is now Paralyzed

weakness resistance retreat cost

©2004 Pokémon/Nintendo

Charmander

50 HP

BASIC

Illus. Ken Sugimori

Singe

The Defending Pokémon is now Burned.

weakness | resistance | retreat cost

©2004 Pokémon/Nintendo

Charmander

50 HP

BASIC

Illus. Mitsuhiro Kimoto

Headbutt 10

Slash 20

weakness resistance retreat cost

©2004 Pokémon/Nintendo

Clefairy

50 HP

BASIC

Illus. Mitsuhiro Arita

Gesture

Choose 1 of your opponent's Benched Pokémon and switch it with the Defending Pokémon. Your opponent chooses the Defending Pokémon to switch.

Moon Kick 20

weakness | resistance | retreat cost

©2004 Pokémon/Nintendo

Cubone

50 HP

BASIC

Beat 10

Linear Attack

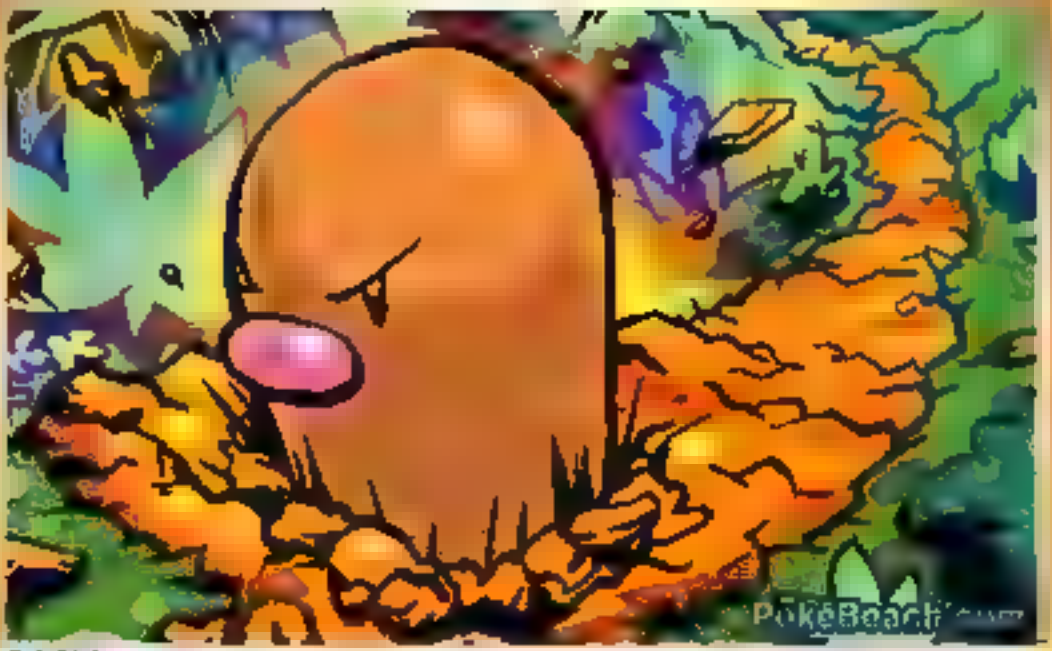
Choose 1 of your opponent's Pokémon. This attack does 20 damage to that Pokémon. *(Don't apply Weakness and Resistance for Benched Pokémon.)*

weakness resistance retreat cost

©2004 Pokémon/Nintendo

Diglett

50 HP



BASIC

Illus. Hiromio Kusanagi

Dig Under

Choose 1 of your opponent's Pokémon. This attack does 10 damage to that Pokémon. This attack's damage isn't affected by Weakness or Resistance.

weakness resistance retreat cost

©2004 Pokémon/Nintendo

Doduo

40 HP

BASIC

Illus. Kagetsuru Hiroshi

Run Around

Switch Doduo with 1 of your Benched Pokémon.

Random Peck 10+

Flip 2 coins. This attack does 10 damage plus 10 more damage for each heads.

weakness | resistance -30 | retreat cost

©2004 Pokémon/Nintendo

Gastly

50 HP

BASIC

Slow Trip Gas

At the end of your opponent's next turn, the Defending Pokémon is now Confused.

weakness

resistance

©2004 Pokémon

Growlithe

60 HP

BASIC

Bite 10

Flame Tail 40

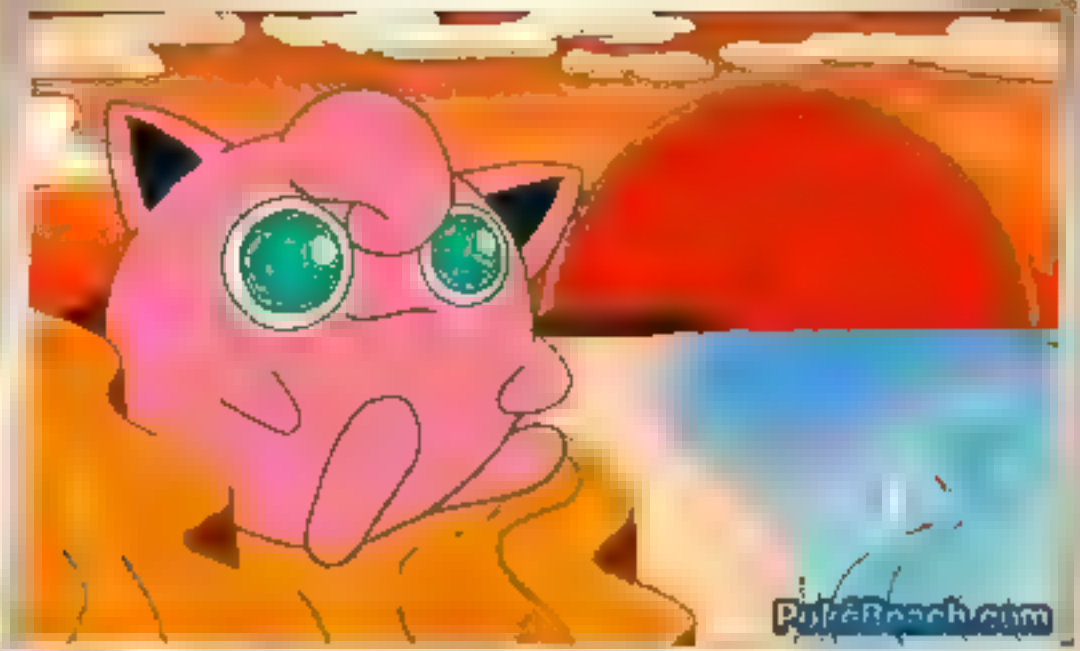
Weakness

Resistance

Retreat cost

Jigglypuff

50 HP



BASIC

Sleep Inducer

Switch 1 of your opponent's Benched Pokémon with 1 of the Defending Pokémon. Your opponent chooses the Defending Pokémon to switch. The new Defending Pokémon is now Asleep.

Quick Blow 10+

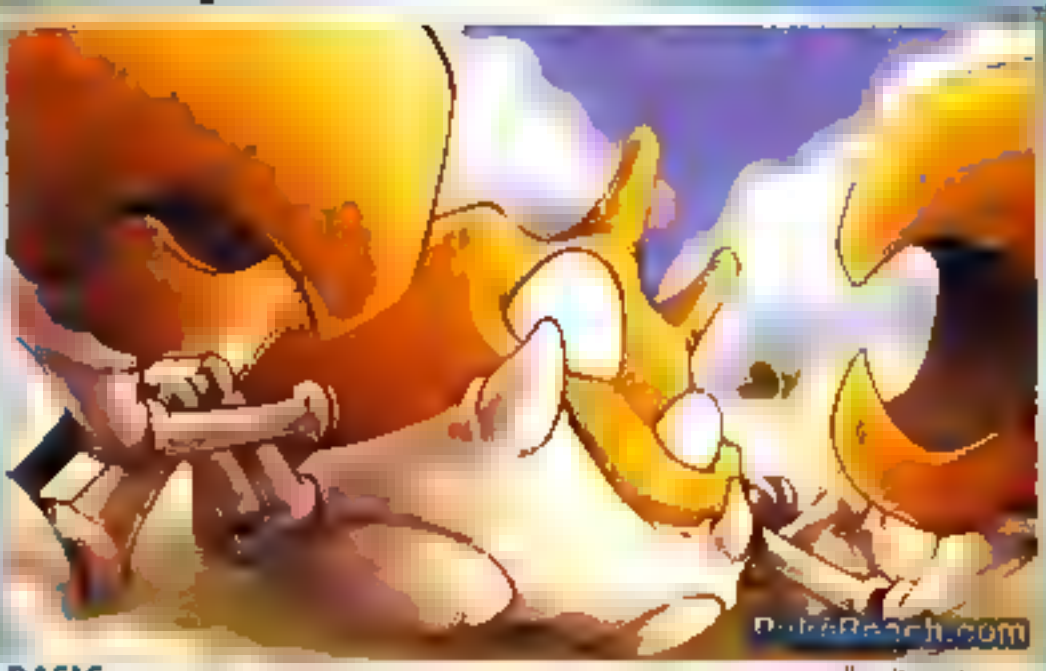
Flip a coin. If heads, this attack does 10 damage plus 20 more damage.

weakness | resistance | retreat cost

©2004 Pokémon/Nintendo

Krabby

50 HP



BASIC

Irongrip 10

Nap

Remove 2 damage counters from Krabby (remove 1 if there is only 1).

weakness resistance retreat cost

Magikarp

30 HP

BASIC

Surprise Attack 10

Flip a coin. If tails, this attack does nothing.

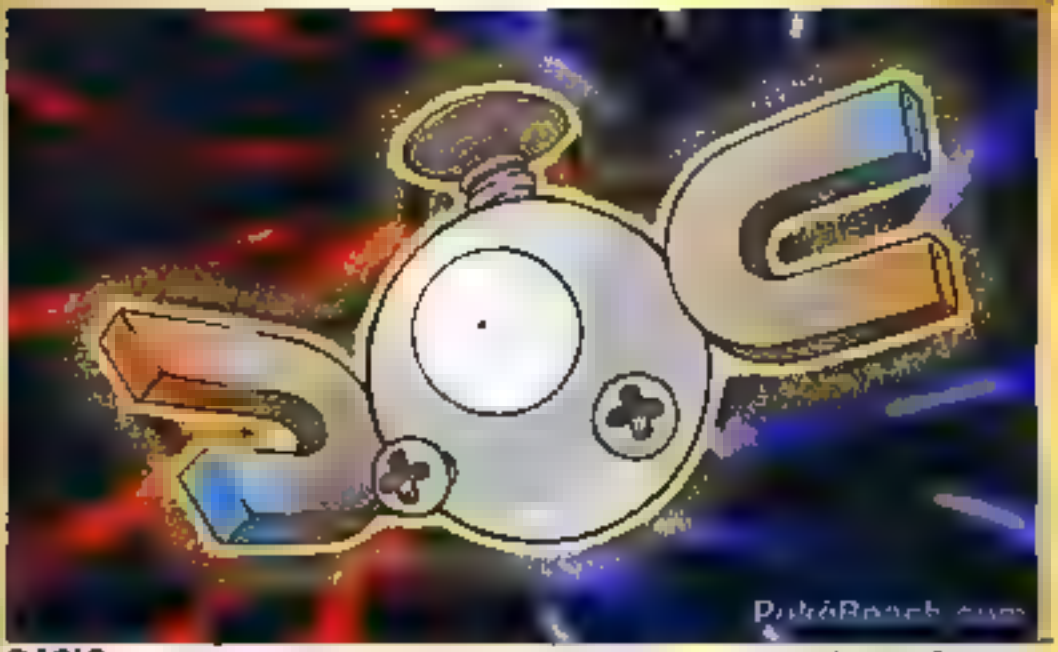
Ascension

Search your deck for a card that evolves from Magikarp and put it on Magikarp. (This counts as evolving Magikarp.) Shuffle your deck afterward.

weakness resistance retreat cost

Magnemite

50 HP



BASIC

Illus. Ken Sugimori

Supersonic

Flip a coin. If heads, the Defending Pokémon is now Confused.

Speed Ball 20

weakness

resistance -30

retreat cost

©2004 Pokemon/Nintendo

Meowth

50 HP

BASIC

Illus. Masakazu Fukuda

Collect

Draw a card.

Cat Kick 20

weakness | resistance | retreat cost

©2004 Pokémon/Nintendo

Nidoran ♀

50 HP

BASIC

Illus. Naoya Kimura

Look for Friends

Reveal cards from your deck until you reveal a Basic Pokémon. Show that card to your opponent and put it into your hand. Shuffle the other revealed cards into your deck. (If you don't reveal a Basic Pokémon, shuffle all the revealed cards back into your deck.)

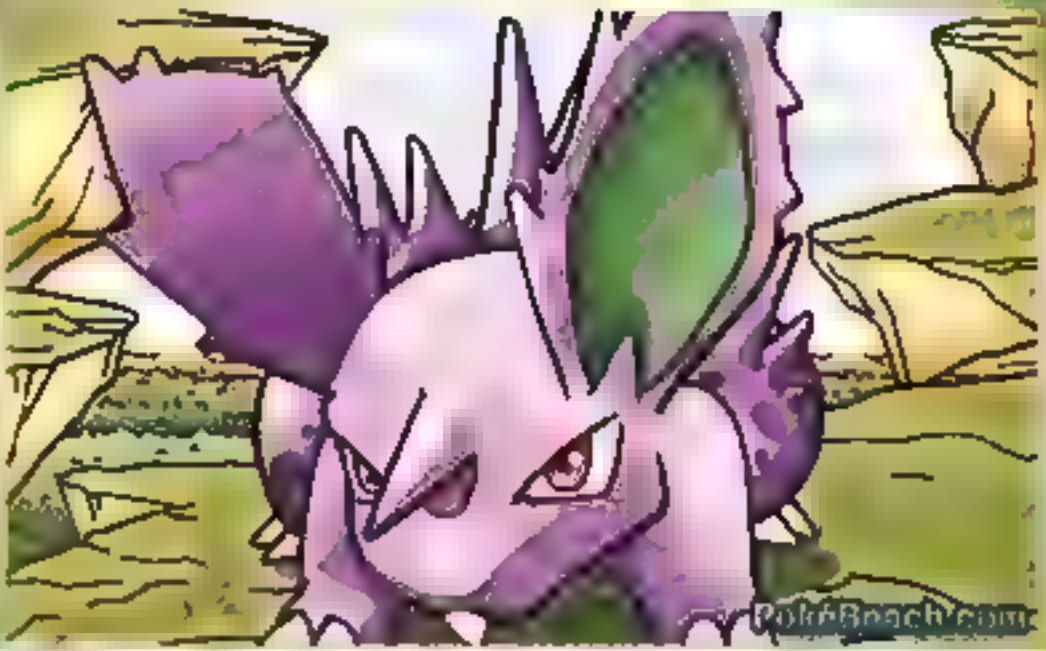
Bite 20

weakness resistance retreat cost

©2004 Pokémon/Nintendo

Nidoran ♂

50 HP



BASIC

Illus. Hugo Nakamura

Call for Family

Search your deck for a Nidoran ♀ or a Nidoran ♂ card and put it onto your Bench. Shuffle your deck afterward.

Double Stab 10×

Flip 2 coins. This attack does 10 damage times the number of heads.

weakness resistance retreat cost

Paras

50 HP

BASIC

Call for Family

Search your deck for up to 2 Basic Pokémon and put them onto your Bench. Shuffle your deck afterward.

Toxic Spore 10

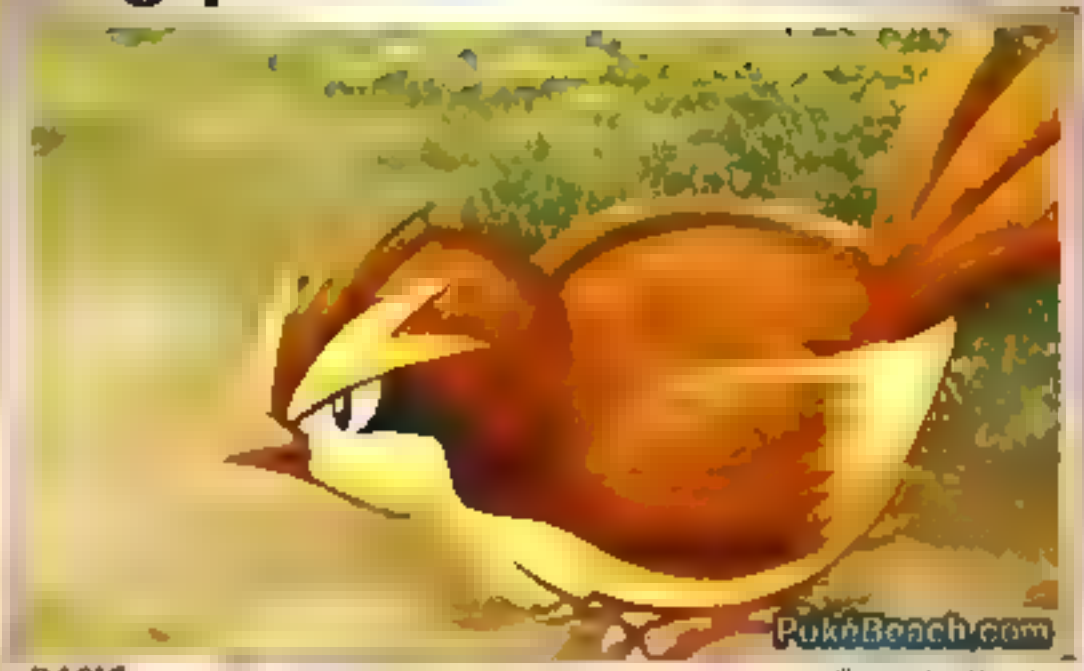
Flip a coin. If heads, the Defending Pokémon is now Poisoned.

weakness resistance retreat cost

©2004 Pokémon/Nintendo

Pidgey

50 HP



BASIC

Illus. Midori Harada

Corner

The Defending Pokémon can't retreat until the end of your opponent's next turn.

Gust 20

weakness

resistance -30

retreat cost

©2004 Pokémon/Nintendo

Pikachu

50 HP

BASIC

Illus. Mitsuhiro Arita

Plasma 10

Flip a coin. If heads, search your discard pile for a Energy card and attach it to Pikachu.

weakness | resistance | retreat cost

©2004 Pokémon/Nintendo

Poliwag

50 HP

BASIC

Illus. Ken Sugimori

Spiral Attack

Flip a coin. If heads, the Defending Pokémon is now Confused.

Tail Whap 20

weakness resistance retreat cost

Ponyta

50 HP

BASIC

Illus. Ken Sugimori

Stomp 20+

Flip a coin. If heads, this attack does 20 damage plus 10 more damage

weakness resistance retreat cost

©2004 Pokémon/Nintendo

Rattata

40 HP

BASIC

Illus. Kyoko Imamoto

Collect

Draw a card

Scratch 10

weakness | resistance | retreat cost

©2004 Pokémon/Nintendo

Seel

50 HP

BASIC

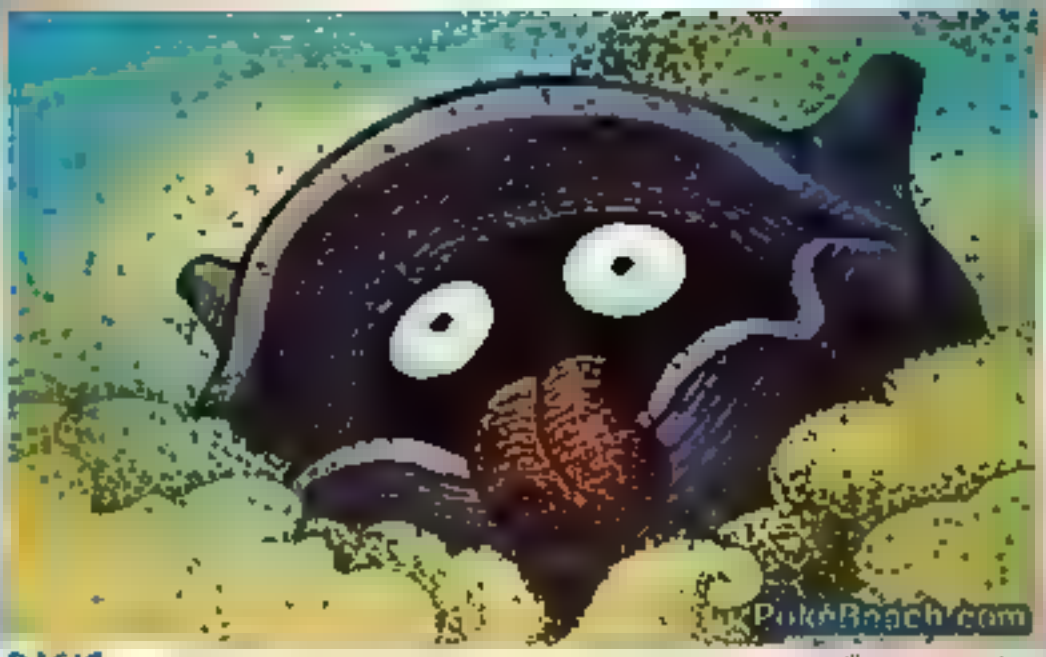
Horn Hazard 30

Flip a coin. If tails, this attack does nothing.

weakness resistance retreat cost

Shellder

50 HP



BASIC

Illus. Ayaka Yoshida

Minimize

During your opponent's next turn, any damage done to Shellder by attacks is reduced by 20 *(after applying Weakness and Resistance)*.

Wave Splash 10

weakness resistance retreat

Slowpoke

50 HP

BASIC

Confusion Wave

Both Slowpoke and the Defending Pokémon are now Confused

Weakness

©2004 Pokémon

Spearow

50 HP

BASIC

Illus. Hisao Nakatsuru

Claw 10

Flip a coin. If tails, this attack does nothing.

Wing Attack 20

weakness

resistance -30

retreat cost

©2004 Pokémon/Nintendo

Squirtle

50 HP

BASIC

Illus. Toshinao Aoki

Sleepy Ball 10

Flip a coin. If heads, the Defending Pokémon is now Asleep.

weakness resistance retreat cost

Squirtle

50 HP

BASIC

Illus. Mitsuhiro Arita

Bubble

Flip a coin. If heads, the Defending Pokémon is now Paralyzed.

Smash Turn 20

After your attack, you may switch Squirtle with 1 of your Benched Pokémon.

weakness resistance retreat cost

©1995,96,98 Nintendo/Creatures Inc./GAME FREAK inc.

Venonat

50 HP

BASIC

Illus. Kagemaru Himeno

Psycho Waves

Discard an Energy card attached to Venonat. The Defending Pokémon is now Confused.

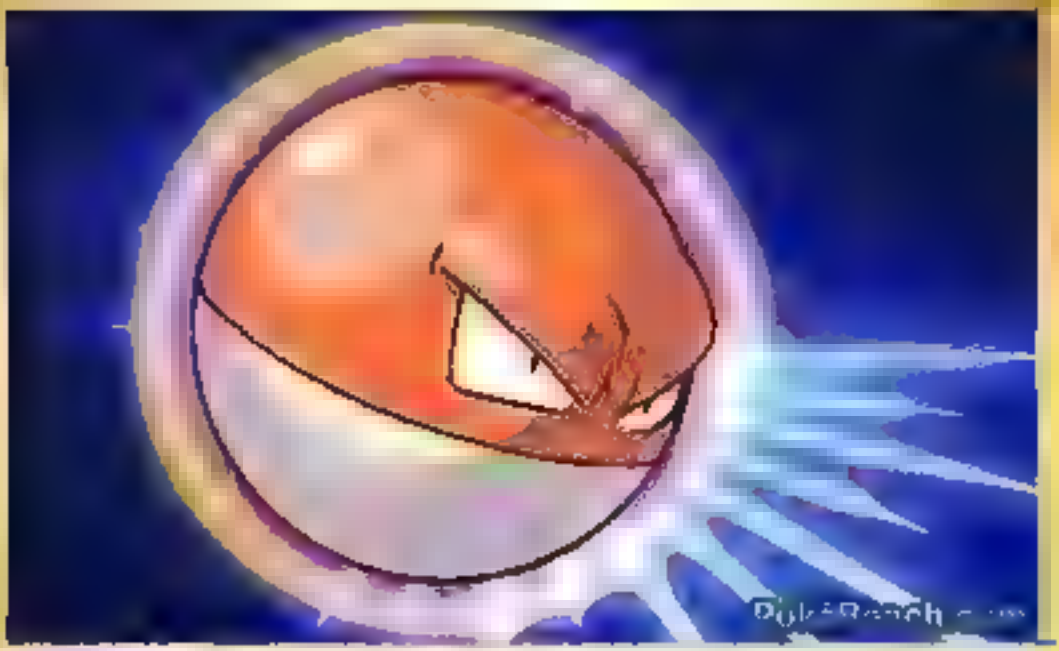
Bite 10

weakness resistance retreat cost

©2004 Pokémon/Nintendo

Voltorb

50 HP



BASIC

Illus. Ken Sugimori

Poké-BODY **Floating Electrons**

As long as Voltorb has any Energy attached to it, Voltorb's Retreat Cost is 0.

Thundershock 20

Flip a coin. If heads, the Defending Pokémon is now Paralyzed.

weakness	resistance	retreat cost

©2004 Pokémon/Nintendo

Weedle

50 HP

BASIC

Call for Family

Search your deck for up to 2 Basic Pokémon and put them onto your Bench. Shuffle your deck afterward.

Poison Spurt

Discard a Energy card attached to Weedle. The Defending Pokémon is now Poisoned.

weakness | resistance | retreat cost

©2004 Pokémon/Nintendo

TRAINER

Supporter

Bill's Maintenance

Illus. Ken Sugimori

You can play only one Supporter card each turn. When you play this card, put it next to your Active Pokémon. When your turn ends, discard this card.

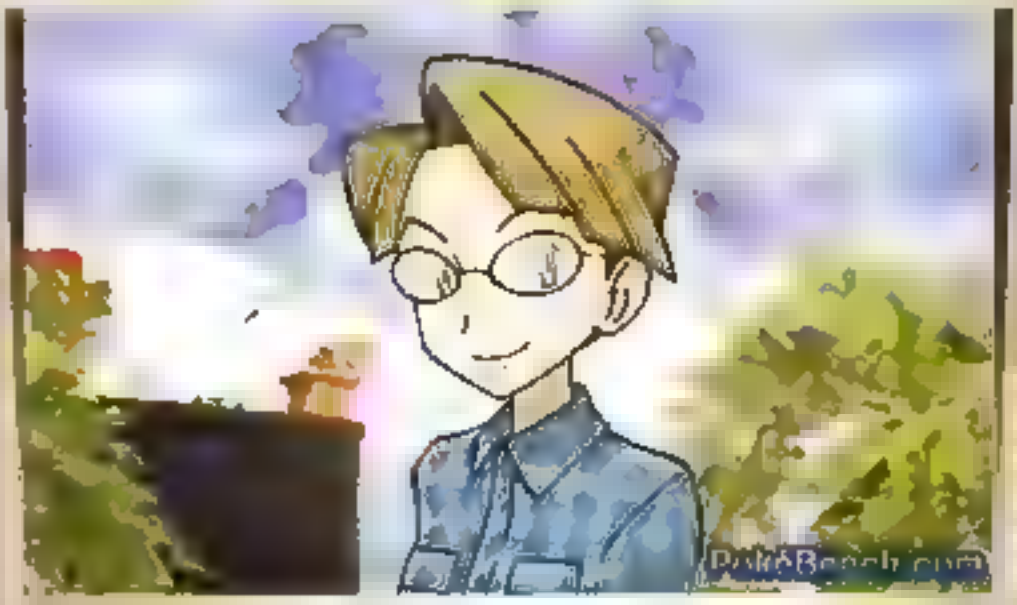
If you have any cards in your hand, shuffle 1 of them into your deck, then draw 3 cards.

©2004 Pokémon/Nintendo

TRAINER

Supporter

Celio's Network



Illus. Ken Sugimori

You can play only one Supporter card each turn. When you play this card, put it next to your Active Pokémon. When your turn ends, discard this card.

Search your deck for a Basic Pokémon or Evolution card (excluding Pokémon-ex), show it to your opponent, and put it into your hand. Shuffle your deck afterward

©2004 Pokémon/Nintendo

TRAINER

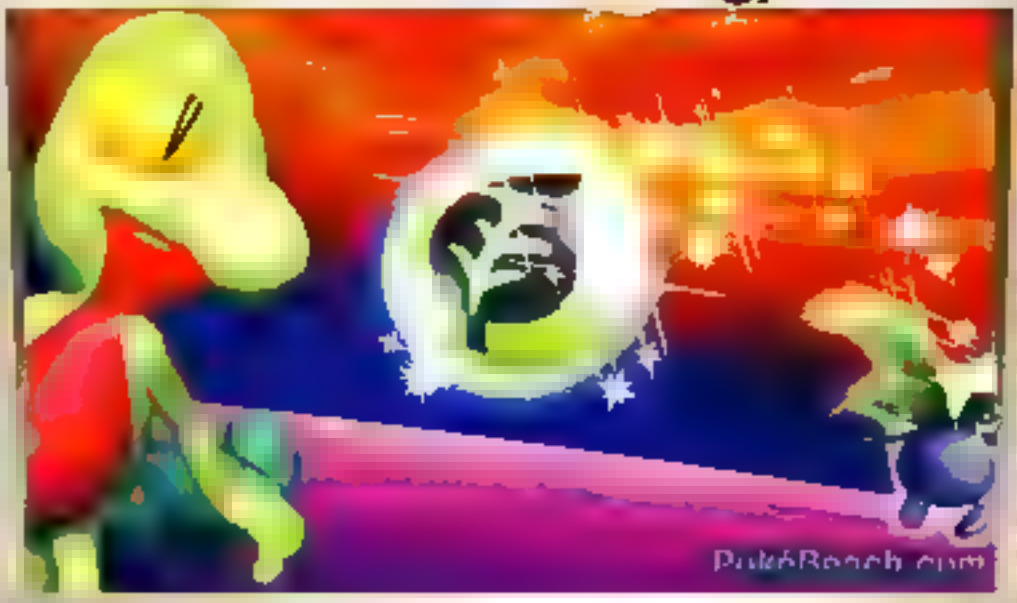
Energy Removal 2

Illus. Kouji Kinebuchi

Flip a coin. If heads, choose 1 Energy card attached to 1 of your opponent's Pokémon and discard it.

TRAINER

Energy Switch



Move a basic Energy card attached to 1 of your Pokémon to another of your Pokémon.

©2004 Pokémon/Nintendo

TRAINER

Pokémon Tool

EXP.ALL

Illus. Kaiji Kinebuchi

Attach EXP ALL to 1 of your Pokémon (excluding Pokémon-ex and Pokémon that has an owner in its name) that doesn't already have a Pokémon Tool attached to it. If that Pokémon is Knocked Out, discard this card.

During your opponent's turn, if 1 of your Active Pokémon is Knocked Out by your opponent's attack, you may take 1 basic Energy card attached to that Knocked Out Pokémon and attach it to the Pokémon with EXP.ALL attached to it. If you do, discard EXP.ALL.

©2004 Pokémon / Nintendo

TRAINER

Great Ball

Search your deck for a Basic Pokémon (excluding Pokémon-ex) and put it onto your Bench Shuffle your deck afterward

©2004 Pokémon/Nintendo

TRAINER

Life Herb

Flip a coin. If heads, choose 1 of your Pokémon (excluding Pokémon-ex), and remove all Special Conditions and 6 damage counters from that Pokémon (all if there are less than 6).

©2004 Pokémon/Nintendo

TRAINER

Stadium

Mt. Moon

Illus. Nakpolia

This card stays in play when you play it. Discard this card if another Stadium card comes into play.

Any Pokémon (both yours and your opponent's) with maximum HP less than 70 can't use any Poké-Powers.

TRAINER

Poké Ball

Flip a coin. If heads, search your deck for a Basic Pokémon or Evolution card, show it to your opponent and put it into your hand. Shuffle your deck afterward.

©2004 Pokémon/Nintendo

TRAINER

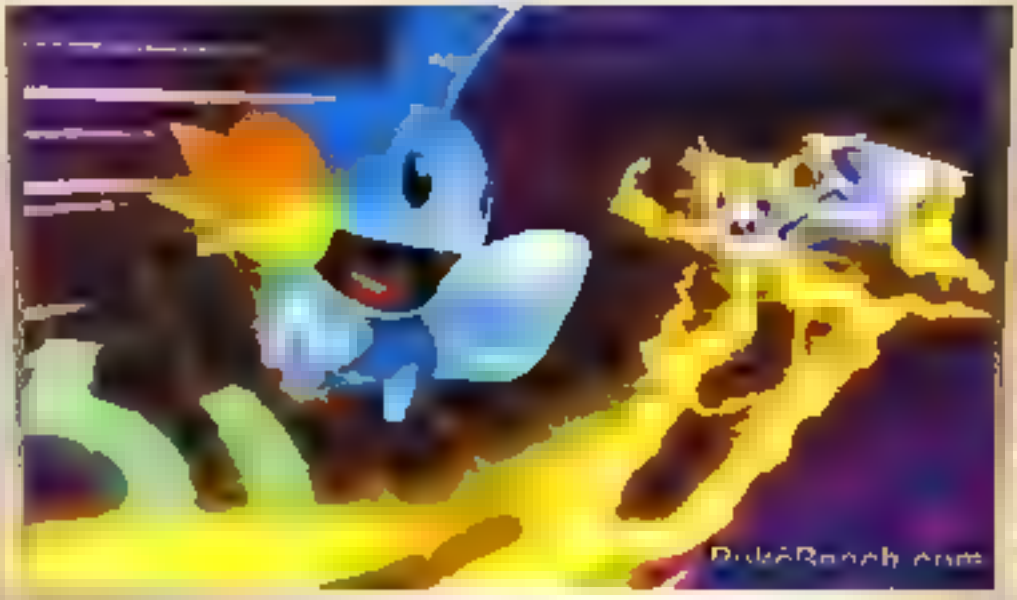
PokéDex HANDY909

Shuffle your deck. Look at 6 cards from the top of your deck, then put them back on top of your deck in any order

©2004 Pokémon/Nintendo

TRAINER

Pokémon Reversal



Illus. Hironobu Sugiyama

Flip a coin. If heads, choose 1 of your opponent's Benched Pokémon and switch it with 1 of the Defending Pokémon. Your opponent chooses the Defending Pokémon to switch.

©2004 Pokémon/Nintendo

TRAINER

Supporter

Prof. Oak's Research

Illus. Ken Sugimori

You can play only one Supporter card each turn. When you play this card, put it next to your Active Pokémon When your turn ends, discard this card.

Shuffle your hand into your deck, then draw 5 cards.

©2004 Pokémon/Nintendo

TRAINER

Super Scoop Up

Illus. Keiji Kinebuchi

Flip a coin. If heads, return 1 of your Pokémon and all cards attached to it to your hand

©2004 Pokémon/Nintendo

TRAINER

VS Seeker

Illus. K. Utsunomiya

Search your discard pile for a Supporter card, show it to your opponent, and put it into your hand.

©2004 Pokémon/Nintendo

TRAINER

Potion

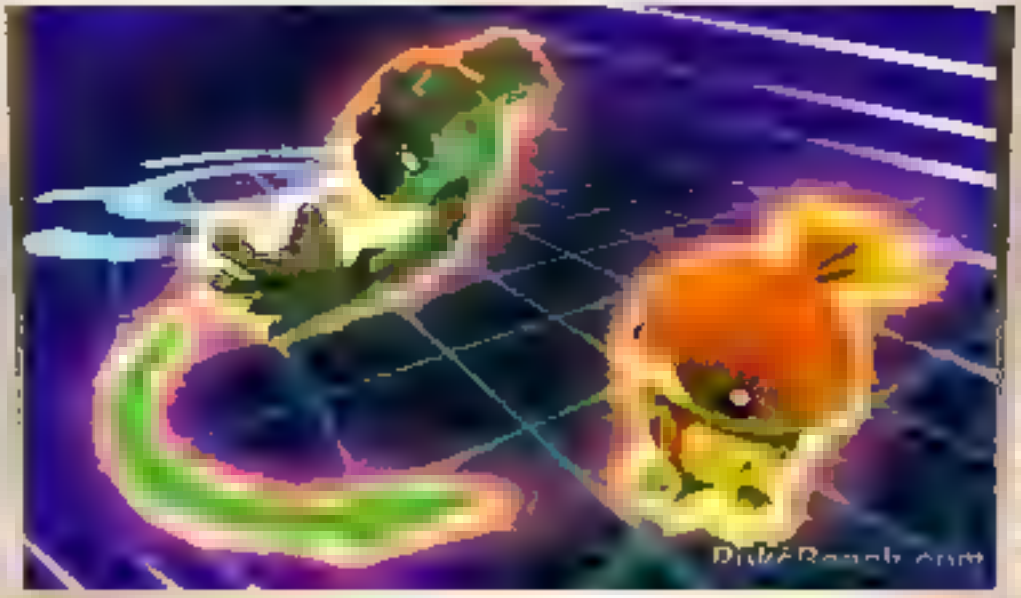
Illus. Kouji Kinebuchi

Remove 2 damage counters from 1 of your Pokémon (remove 1 damage counter if that Pokémon has only 1).

©2004 Pokémon/Nintendo

TRAINER

Switch



Illus. Hironobu Sugiyama

Switch 1 of your Active Pokémon with 1 of your Benched Pokémon.

©2004 Pokémon/Nintendo

ENERGY

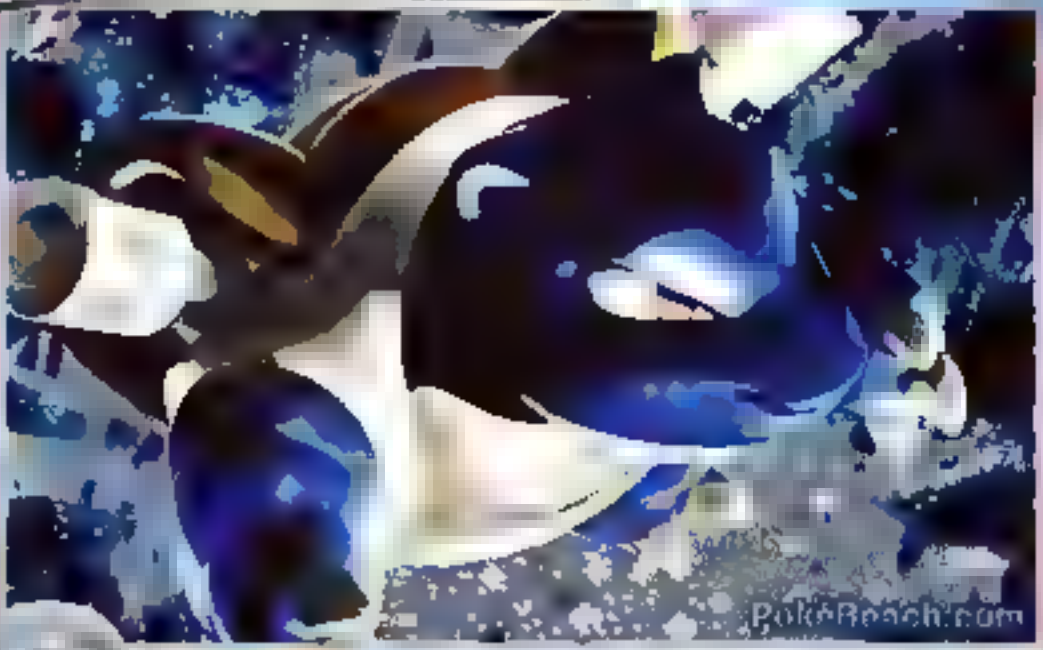
Multi Energy

Attach Multi Energy to 1 of your Pokémon. While in play, Multi Energy provides every type of Energy but provides only 1 Energy at a time. *(Doesn't count as a basic Energy card when not in play.)* Multi Energy provides ✦ Energy when attached to a Pokémon that already has Special Energy cards attached to it.

Illus. Takumi Akabane

Blastoise *ex*

150 HP



STAGE 2

Illus. Hikaru Kouka

Evolves from Wartortle

When Pokémon ex has been Knocked Out, your opponent takes 2 Prize cards.

Poké-Power Energy Rain

As often as you like during your turn *(before your attack)*, you may attach a Energy card from your hand to 1 of your Pokémon. Put 1 damage counter on that Pokémon. This power can't be used if Blastoise ex is affected by a Special Condition.

Hyper Whirlpool 80

Flip a coin until you get tails. For each heads, your opponent discards an Energy card attached to the Defending Pokémon.

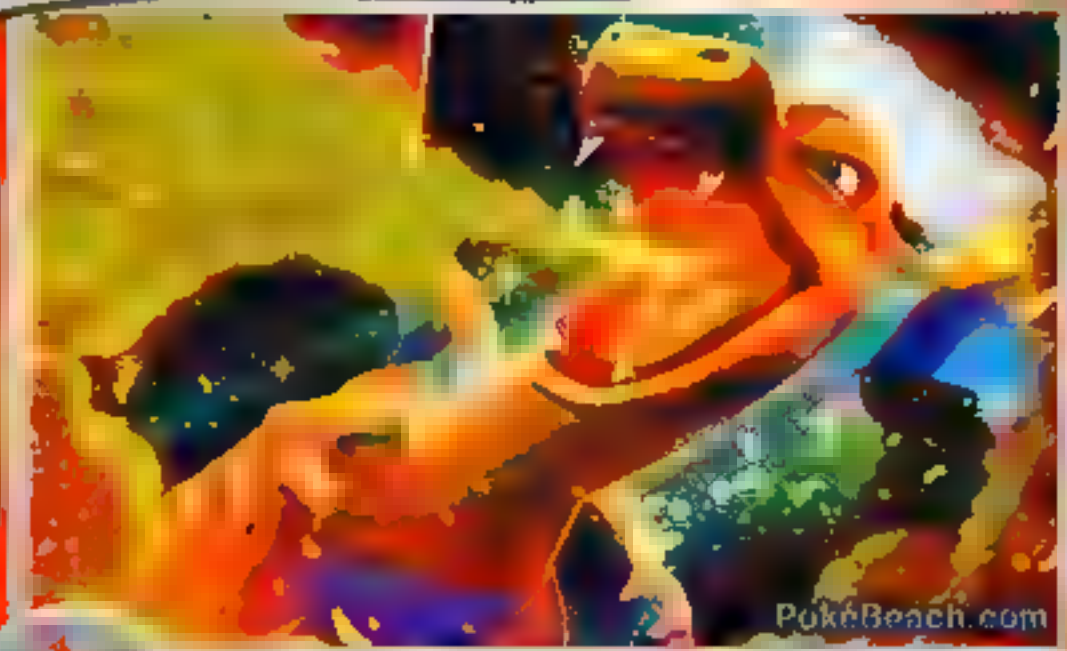
weakness

resistance

retreat cost

Charizard ex

160 HP



STAGE 2

Evolves from Charmeleon

Illus. Hiromichi Sagiyama

When Pokémon ex has been Knocked Out, your opponent takes 2 Prize cards

Poké-BODY **Energy Flame**

All Energy attached to Charizard ex are Energy instead of its usual type.

Slash 50

Burn Down 200

Discard 5 Energy attached to Charizard ex. This attack's damage isn't affected by Weakness, Resistance, Poké-Powers, Poké-Bodies, and any other effects on the Defending Pokémon

weakness

resistance

retreat cost

©2004 Pokémon/Nintendo

Clefable *ex*

100 HP

STAGE 1

Evolves from Clefairy

Illus. Mitsuhiro Arita

When Pokémon ex has been **Knocked Out** your opponent takes **2 Prize cards**

Metronome

Choose 1 of the Defending Pokémon's attacks. Metronome copies that attack except for its Energy cost. (You must still do anything else in order to use that attack.) (No matter what type that Pokémon is, Clefable ex's type is still ✱.) Clefable ex performs that attack.

Moon Impact 40

weakness | resistance | retreat cost

©2004 Pokémon/Nintendo

106/112

Electrode ex

90 HP

STAGE 1

Evolves from Voltorb

Illus. Ryo Ueda

When Pokémon-ex has been Knocked Out, your opponent takes 2 Prize cards

Extra Energy Bomb

Once during your turn *(before your attack)*, you may discard Electrode ex and all the cards attached to it (this counts as Knocking Out Electrode ex). If you do, search your discard pile for 5 Energy cards and attach them to any of your Pokémon (excluding Pokémon-ex) in any way you like. This power can't be used if Electrode ex is affected by a Special Condition.

Crush and Burn 30+

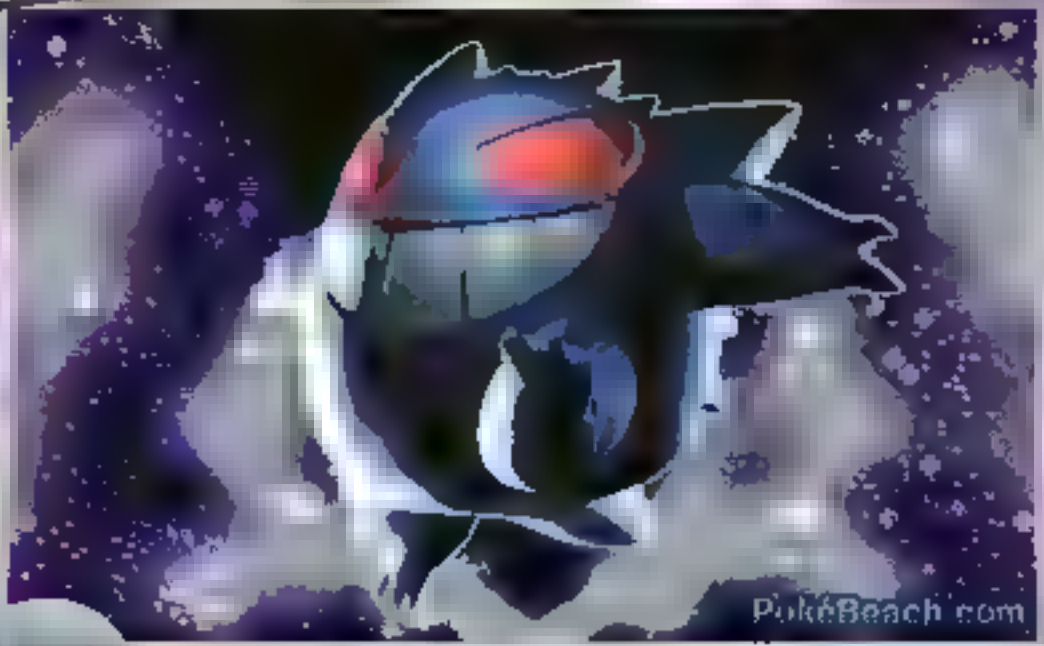
You may discard as many Energy as you like attached to your Pokémon in play. If you do, this attack does 30 damage plus 20 more damage for each Energy you discarded.

weakness | resistance | retreat cost

©2004 Pokémon/Nintendo

Gengar ex

150 HP



STAGE 2

Evolves from Haunter

Illus. Mitsuhiro Arita

When Pokémon ex has been Knocked Out, your opponent takes 2 Prize cards.

Poltergeist 40+

Look at your opponent's hand. This attack does 40 damage plus 10 more damage for each Trainer card in your opponent's hand.

Prize Count 60+

If you have more Prize cards left than your opponent, this attack does 60 damage plus 40 more damage.

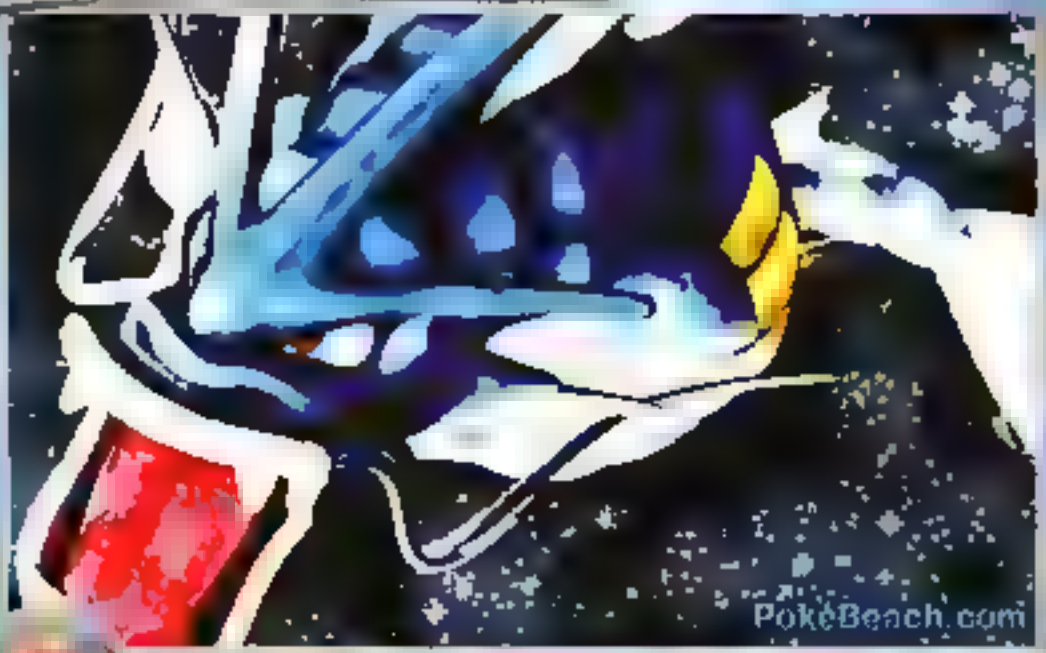
weakness

resistance

©2004 Pokémon

Gyarados ex

130 HP



STAGE 1

Evolves from Magikarp

Illus. Hisaru Koike

When [illegible] Knocked Out, your opponent takes 2 Prize cards.

Twister 40

Flip 2 coins. For each heads, choose 1 Energy attached to the Defending Pokémon, if any, and discard it. If both are tails, this attack does nothing.

Dragon Rage 100

weakness

resistance

retreat cost

SV1-QTD-08

©2024 Pokémon/Nintendo

Mr. Mime ex

80 HP

BASIC

Illus. Ryo Ueda

When Pokémon ex has been **Knocked Out** your opponent takes **2 Prize cards**

Poké-BODY Magic Odds

If Mr. Mime ex would be damaged by an attack, prevent that attack's damage done to Mr. Mime ex if that damage is 10, 30, 50, 70, 90, 110, 130, 150, or 170.

Breakdown

Count the number of cards in your opponent's hand. Put that many damage counters on the Defending Pokémon.

weakness

resist

©2004 Pokémon

Mr. Mime ex

80 HP

BASIC

Illus. Ryo Ueda

When Pokemon-ex has been Knocked Out your opponent takes 2 Prize cards

Poké-BODY **Magic Evens**

If Mr Mime ex would be damaged by an attack, prevent that attack's damage done to Mr. Mime ex if that damage is 20, 40, 60, 80, 100, 120, 140, 160, or 180.

Breakdown

Count the number of cards in your opponent's hand. Put that many damage counters on the Defending Pokémon.

Weakness

©2004 Pokémon

Venusaur ex

150 HP

STAGE 2

Evolves from Ivysaur

Illus. Ryo Ueda

When Pokémon ex has been Knocked Out, your opponent takes 2 Prize cards.

Poké-POWER Energy Trans

As often as you like during your turn (before your attack), move a Energy card attached to 1 of your Pokémon to another of your Pokémon. This power can't be used if Venusaur ex is affected by a Special Condition.

Pollen Hazard 20

The Defending Pokémon is now Poisoned, Burned, and Confused.

Solarbeam 90

Weakness

Resistance

Retreat Cost

©2004 Pokémon/Nintendo

Charmander

50 HP

BASIC

Illus. Ken Sugimori

Flare 10

Rage 10+

Does 10 damage plus 10 more damage for each damage counter on Charmander.

weakness

resistance

retreat cost

©2004 Pokémon/Nintendo

Articuno ex

110 HP

BASIC

Illus. Ryo Ueda

When Pokémon-ex has been **Knocked Out**, your opponent takes **2 Prize cards**.

Poké-Power

Legendary Ascent

Once during your turn, when you put Articuno ex from your hand onto your Bench, you may switch 1 of your Active Pokémon with Articuno ex. If you do, you may also move any number of basic Energy cards attached to your Pokémon to Articuno ex.

Cold Crush 50

You may discard an Energy card attached to Articuno ex. If you do, your opponent discards an Energy card attached to the Defending Pokémon.

weakness resistance retreat cost

Moltres ex

110 HP

BASIC

Illus. Ryo Ueda

When Pokémon-ex has been **Knocked Out**, your opponent takes **2 Prize cards**.

Poké-Power **Legendary Ascent**

Once during your turn, when you put Moltres ex from your hand onto your Bench, you may switch 1 of your Active Pokémon with Moltres ex. If you do, you may also move any number of basic Energy cards attached to your Pokémon to Moltres ex.

Crushing Flames 60

You may discard an Energy card attached to Moltres ex. If you do, the Defending Pokémon is now Confused.

weakness resistance retreat cost

©2004 Pokémon/Nintendo

Zapdos ex

110 HP

BASIC

Illus. Ryo Ueda

When Pokémon ex has been **Knocked Out**, your opponent takes **2 Prize cards**.

Poke-Power Legendary Ascent

Once during your turn, when you put Zapdos ex from your hand onto your Bench, you may switch 1 of your Active Pokémon with Zapdos ex. If you do, you may also move any number of basic Energy cards attached to your Pokémon to Zapdos ex.

Electron Crush 50+

You may discard an Energy card attached to Zapdos ex. If you do, this attack does 50 damage plus 20 more damage.

weakness | resistance | retreat cost

©2004 Pokémon/Nintendo